

# THE SUPERCHARGER™



FEATURING **3** NEW  
GAMES!

ENTER THE NEXT DIMENSION  
IN VIDEO GAMES

**STARPATH**™  
CORPORATION  
(formerly **AREADIA**)  
CORPORATION

# SUPERCHARGER™ POWERED GAME ACTION

Slip the Starpath™ Supercharger™ into the cartridge slot of your Video Computer System,™ and you've added more digital electronics than the set started with. You've added computer memory, state-of-the-art graphics capability, and the game-playing power of sets costing much, much more.

## Supercharger™ Game Features

With the Supercharger's™ big computer memory, you can get action and detail not possible in conventional cartridge games. You can now have many objects moving in all directions at the same time. Because the Supercharger™ makes better use of every line of the TV screen to create game characters, you get super-detailed graphics. And that's just for openers...

## Cassette Tape Loading

Starpath™ games come on cassette, not cartridge. Plug the cable from the Supercharger™ into the earphone of any

cassette player. Pop a Starpath™ game cassette into the player, press the "play" button and sit back for the most incredible video game action outside an arcade. You also get special features unavailable with any other games.

Like Multi Load™ games in which you get two or more full game loads (*not* so-called "variations") on a single program.

Many cassettes also feature "live action previews" of the other Starpath™ games. So you can see what the games really are like — on your own TV screen — before you head to the store.

Best of all, Starpath™ game programs cost an average of 40% to 60% less than conventional cartridge games. So you not only get more game action — you can afford to get more games.





*Blistering enemy attacks*



*Strategic sector-hopping*

## PHASER PATROL™

(Comes with the Supercharger™)

Your mission: exterminate the Dracon armada before you run out of torpedoes or energy. Or luck.

The Dracon attackers are tough, and you can make them tougher with the flick of a switch. You can also tempt fate by letting your shields down or cutting your energy reserves fine before you return to a starbase.

Plan your strategy on the galactic sector map. Warp-hop to a sector full of aliens. Or head back to your starbase for supplies and repairs.

When you're awarded the rank of Hero, level A, you'll know you're just about ready for the real thing.



*Select your game option from an on-screen "menu."*

## COMMUNIST MUTANTS FROM SPACE™

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Your mission: vaporize the mutant warriors before they overrun your home planet.

Those Commie Mutants are crazy! Wipe out wave after wave of them, and they keep on coming. And the more you vaporize, the meaner they get.

Well...you've got a few tricks up your sleeve, too. The "shields" option lets you deflect their bombs with a tug on the joystick. "Time warp" lets you gain back lost ground when necessary. And "penetrating missiles" and "guided missiles" let you mow them down in style.

But the real trick is to keep your planet safe for democracy without using any special features.

Up to four can play, and the screen keeps track of the highest score. Just to make sure the heroes get the recognition they deserve.





*Don't let the fireball  
burn you.*

## **FIREBALL™**

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Your mission: smash wall after wall of blocks with the red hot fireball.

The Roman gladiators had to face lions, but never a wildly bouncing fireball. Juggle the red hot fireball then hurl it back toward the wall of blocks. Rack up points as you pulverize the wall.

You can score up to 1 million points, and you can turn the game over indefinitely. When you get too good at one wall arrangement, move on to another.

Up to four can play, and up to six fireballs can roar around the screen at once. Chances are you'll get burned from time to time with this game.



*A deadly struggle deep within the human body.*

## SUICIDE MISSION™

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Your mission: Shrink down, down, down. Smaller than a speck of dust. And battle deadly killer virus deep within the human body.

A medical miracle gives you control of a microscopic submarine. You navigate through the bloodstream, heading for an infection seriously close to the heart. And for a fight in which you're hopelessly outnumbered.

This is arterial warfare at its finest. Send a torpedo into an attacker...and it divides into two deadly foes. Fire again, and their numbers increase once more. Turn your back at the wrong time and a *really* fiendish germ will get you.

And you volunteered for this?



*Beneath the peaceful surface there is magic brewing.*

## DRAGONSTOMPER™

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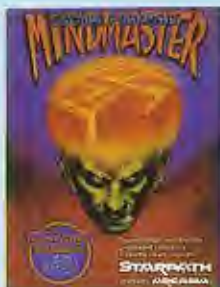
Your mission: Follow the ancient trail of enchantment back to the edge of eternity.

You've been swept through a time tunnel, back to the age of warlocks and wizardry. Your quest begins. There are clues, but some are ambiguous. There are peaceful lakes and forests, but there are also perils. And lurking somewhere is a vengeful dragon.

There are many rewards along the way. Treasures. Surprises. And knowledge. But few will reach the final goal, the Amulet of the Druids. Will you?

The exclusive Multi Load™ feature gives you three separate game segments, each with variations in graphics and action, for longer, more challenging play — equivalent to several conventional game cartridges.

Can you clobber the dragon — and rout the forces of darkness?



*Use all your skill and speed to escape the MindMaster's maze.*

## ESCAPE FROM THE MINDMASTER™

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Your mission: Escape from the alien MindMaster's laboratory—where *you're* the specimen under study!

How humiliating! An alien super-intelligence is evaluating your relatively tiny brain! In a complex of mazes where you must demonstrate coordination. Reflexes. Memory. Perceptual skills. All while you avoid the alien stalkers and other cunning obstacles.

The exclusive Multi Load™ feature gives you four separate game segments, each with variations in graphics and action, for longer, more challenging play—equivalent to several conventional game cartridges.

Can you outwit the MindMaster—and salvage the self-respect of the human race?





*Don't let them reach earth!*

## KILLER SATELLITES™

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Your mission: Zap this orbiting junkyard of satellites before they knock your hometown back to the *Stone Age!*

You're the one defender. Test pilot of the only rocket plane that can intercept and outmaneuver this deadly rain of molten metal.

Now you're low on fuel and ammo. But watch out where you land. Touchdown in an ocean and you're up the creek.

And that leaves the Big Apple a pancake.



# SPECIAL OFFER!

**Full color Communist Mutants from Space™ poster. Only \$3.50.**

Get this incredible 14" by 20" poster by famous artist Alton Kelley (of Journey album cover fame). We'll mail it to you postpaid, and put you on a list for free catalogs of new STARPATH™ games. But order today, because the offer expires when our supply of posters runs out.

WOW! Send me a Communist Mutants from Space poster immediately. I've enclosed a \$3.50 check made out to "Starpath™ Poster Offer." I'm willing to wait 4 to 6 weeks, but I really want it sooner.

Offer void where restricted or prohibited by law.

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Santa Clara, CA 95050

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip \_\_\_\_\_

Number of Atari® cartridges owned \_\_\_\_\_

**1****PHASER PATROL™**STARPATH  
AR-4000**2****COMMUNIST MUTANTS  
FROM SPACE™**STARPATH  
AR-4101**3****FIREBALL™**STARPATH  
AR-4300**4****SUICIDE MISSION™**STARPATH  
AR-4102**5****ESCAPE FROM THE  
MINDMASTER™**STARPATH  
AR-4200**6****DRAGONSTOMPER™**STARPATH  
AR-4400**7****KILLER SATELLITES™**STARPATH  
AR-4103

**Our next numbers are coming soon!**

**STARPATH™**  
CORPORATION  
(formerly **ARCADIA**)  
CORPORATION

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